

INTERACTIVE GRAPHICS IN DATA PROCESSING

Display concepts and data structure

Several underlying principles of interactive graphics are discussed in this section. In reviewing basic aspects of device technology, the first paper provides background information for the other papers of this issue. This is followed by modern methods for describing geometrical shapes in mathematical terms. Also discussed is a new algorithm for drawing curves of arbitrary shape on the display screen. The last two papers of this section are concerned with data structure, which is particularly important in graphics applications.